

YE OLDE SHOP OF CURIOS

(CURSED BIN #9)

For some reason, these curios have remained on the shelves for some time without a buyer. Perhaps some brave adventurer might stumble upon them and put them to good use.

CROWN OF THOUGHTS

This simple circlet has a large opal in the centre. The inside face is etched with arcane writings.

Activation: Constant when attuned and worn.

- Requires attunement
- The wearer 'hears' the surface thoughts of all sentient creatures within 10ft of them.
- They cannot be *surprised* with a melee attack.
- They are immune to any melee *sneak attack*
- In melee combat they can read an opponent's mind while they are within the influence:
 - +2AC against incoming attacks
 - +2 attack
 - Advantage to any DEX, STR, CON saves or checks as a result of actions by them.
- Any deception, insight checks or social interaction by the wearer within it's influence are made with advantage.
- While attuned, the bearer is susceptible to any mental effects whether wearing the circlet or not:
 - Any INT, WIS or CHA saves or checks are made with disadvantage
 - Any *Psychic* damage is doubled
 - Any rest must be taken at least 10ft away from sentient creatures to gain any benefit. (Any creature coming within 10ft will interrupt the rest.)
- Removing the circlet without un-attuning removes benefits (side-effects still are in play)
- If the circlet moves further than 5ft from the attuned person, it becomes un-attuned.
- The same wearer cannot re-attune to the circlet until a full week has passed since it has been un-attuned.

FURMETT'S SPINNER

A strange double disk with three small blunt tabs sandwiched in the middle. Each tab has a different coloured gem at the end.

Activation: hold by the centre and spin.

- On spinning, the gems light up and form 'light trails' that last for about three seconds.
- While spinning, the wielder is distracted, cannot make any social interaction and makes *every* roll at disadvantage.
- WIS check must be made to put it down.
- It continues to spin until released or stopped.

D'VACO'S CHOKER

This small cameo relief of a proud Dragonborn is carved from a white quartz and set on a silver backing. It has a simple black ribbon fastening to wear around the neck.

The back of the cameo has the name D'Vaco with some runic inscriptions around it.

Activation: Choose to exhale as a breath-weapon action

- Requires attunement
- **Cursed:** on first use, the wearer's throat grows a patch of white scales and the cameo embeds itself.
- This will grant the wearer equivalent of a dragonborn's breath weapon:
 - 2D6 Cold damage in 15ft cone
 - DC 8 + Con bonus + Proficiency
 - CON save for 1/2 damage
- However the wearer is not immune to the breath weapon and takes [1/2 damage - Con Bonus] in damage themselves.
- Once activated, the wearer is mute until a short rest.
- The cameo will re-charge during a short rest.
- (Only a white dragon born will be immune to the damage and mute effects, however it will still embed and use an attunement slot)

LIGHTNING ROD

A short (1ft) rod of metal with a wire wrapped handle. The surface is blackened and tarnished, leaving soot marks on any who handle it.

Activation: Cast lightning based magic while wielding the rod.

Activation: Touch the rod to a creature when it's charged.

- The rod acts as a conductor, attracting and maximising any lightning based attacks.
- Any saves required by a target to avoid lightning damage are made with disadvantage.
- Any damage dice rolls of 1 can be re-rolled.
- These effects apply to both the wielder and any opponent the wielder may target with a lightning based attack.
- The rod does not need to be wielded for it to attract lightning.
- After attracting lightning or having lightning cast through it, the rod becomes charged.
- The rod can discharge through a creature causing 6D6 lightning damage:
 - User must actually wield the rod.
 - Target must be within melee range
 - Target makes a Dex roll DC of [10 - DEX bonus] to take 1/2 damage.
 - Disadvantage and re-rolls as above.
- The rod loses 1D6 of charge per hour.

BURNING BRACELET

There are small, clear gems strung between blood red stones on this bracelet.

Looking closer there are 6 gems and each has a small flame encased inside.

Activation: Think angry thoughts while attuned.

- Requires attunement
- Cursed: can only be removed under specific conditions (Probably to do with cold).
- On activation, fire will encase the wearer's hand and whatever is held within it.
- The wearer takes [2D6 - CON mod] (min 1) in damage when activated
- The object being touched takes 2D6 fire damage unless it's inflammable, in which case the fire will travel along it to consume the nearest thing it can.
- Each activation removes a flame from a gem on the bracelet.
- One gem that has been used will restore its flame by burning one of the wearer's hit dice during a short rest. (No choice, if unavailable it will not re-charge)
- During a long rest, each gem will drain a hit dice to re-charge if it has been used.

BAD WEATHER UMBRELLA

The fabric of this faded grey umbrella has seen much use and the wooden spokes seem well worn. From what can be seen when it is closed, there are runes imprinted on the inside of the fabric.

Activation: Open the umbrella

- Depending on the general climate it is in when opened, anyone under it (10ft cover) will experience the worst weather for that area:
 - In arctic it will be really bad blizzards
 - In tundra it will be thunderous rain
 - In deserts it will be intense heat and sandstorms.
 - etcetera's...
- The person opening it and any within its path take 1D4 exposure damage every turn they are within its influence.
- A Strength check is required to maintain hold of the umbrella every round.
- If dropped or released it will propel its self 10ft in a random direction every round, covering everything in a 10ft line with the weather experience.
- It requires a Dex roll with DC of 16 to catch when in the same space.
- It requires a Str roll with DC of 16 to close it again.
- If hitting it closed from outside it has a DC of 16 and 10HP before it is forced closed.
- If left unattended it will continue bouncing about for D6 days until it bashes something with enough force to close itself.

AMULET OF IMMUNITY

This rather large amulet is crafted to resemble a shield with the symbol of a protective deity embossed on it.

On the inside are some powerful runes and a cryptic warning about cheating fate.

Activation: Enter combat while wearing and attuned to the amulet. (initiatives rolled)

- Requires attunement
- During the combat on which the amulet activated, it surrounds the wearer with a glowing aura. While bathed in this light, the wearer takes no damage from any source; appearing as they did when they entered combat.
- All damage inflicted on the wearer should be recorded (in dice format rather than numbers.)
- Once out of this combat (no longer counting initiatives) the glow confines itself to the amulet.
- During the next rest, all damage is rolled at once and inflicted against the wearer.
 - If the total is more than 1/2 their HP, a CON save must be made or drop to OHP and unconscious.
 - If the damage exceeds their total HP, automatically loose one *death save*
 - If the damage exceeds 1.5x total HP, automatically loose two *death saves*
 - If the damage exceeds 2x total HP, automatically loose three *death saves*
- The magic in the amulet holds back the damage until the rest: If it is removed or disenchanting, all damage catches up as above.
- The amulet can only hold back damage from one encounter, but once the damage is released it stops glowing can be activated again.
- No hit dice can be used or recovered during the rest when the amulet releases damage.

THE LADY'S CHARM

A bone cube has been drilled through and attached to a metal clasp to form a charm that is currently on a simple metal chain.

Each face has a different rune engraved in such a way that the background forms another rune.

Activation:* None - constantly active for attuned wearer.

- Requires attunement
- The charm's effect lasts for 24 hours after un-attuning from it.
- When the wearer succeeds at a task, the next task they endeavour gets an additional +1 to succeed (cumulative).
- Whenever the wearer fails at a task, the next one they try gets a -1 to the roll (cumulative).
- When changing from a positive to a negative (or - to +) all previous modifiers from the charm are lost before applying the new one.